

The Pharaoh

Only the white player possesses a Pharaoh. The Pharaoh has all the capacities of a priest plus an extra bonus talent: he is counted as two pawns during the final tally.

End of the game and Final Tally

Once all the tiles in the draw have run out, the players continue with the tiles remaining in their hands. The game ends once the final tile of the pyramid has been placed by the blue player, the white player is left with a tile that is not used in hand.

The final tally then takes place. Networks award points. A network exists when at least two adjacent tiles communicate between themselves. An isolated room or corridor do not make up a network and are therefore worth nothing. Each network awards a certain number of points to the player that controls the largest number of pawns within it (worker, priest, mummy or Pharaoh). The Pharaoh, as well as the other pawns found on the tiles marked by the **2** symbol count as two pawns. If the Pharaoh occupies a **2** tile it only counts as two pawns, not as four.

Value of a Network

The base value of a network depends on the number of rooms within it. The network is

worth 1 point per room (the corridors don't count for anything). The following points are added to this base total as bonuses:

- 5 points if one and only one sarcophagus is present in the network.
- 15 points if two sarcophagi of the same color and no other sarcophagi are present in the network.
- 5 points for the network linked to the top tile of the pyramid.
- 5 points for the longest network (the one using the greatest number of tiles, including corridors). In the event of a tie, all the longest networks are awarded the bonus.
- Closed networks, meaning networks without an opening towards the exterior of the pyramid, have their total value doubled after tallying up all the previous bonuses.
- Ankhs: each player scores a number of points equal to the square of the total number of Ankh tiles occupied. For example, a player that occupies three Ankh tiles scores $3 \times 3 = 9$ points.

The player with the highest total score is declared the winner and becomes the Pharaoh's Grand Architect.

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Egypt, at the time of the fourth dynasty (circa 2600 BC), Pharaoh calls for his two best architects and orders them to build the most sumptuous of tombs ever to exist. A gigantic pyramid, with its apex covered in electrum shall shine like a beacon for leagues and leagues in every direction. No one, mortal or immortal will be able to contest his divine essence and his reign will be remembered for eternity. The players incarnate the architects that must call upon all of their talents in order to impress Pharaoh with their genius as builders. As for the loser, the crocodiles of the Nile are well known for their hardy appetites.

Object of the Game

The player who scores the most points at the end of the pyramid's construction wins.

Content

- 50 triangular tiles representing the rooms and corridors of the pyramid.



Corridor Tile



Room Tile

- 18 white pawns: 15 workers, 1 priest, 1 mummy, 1 pharaoh.
- 18 blue pawns: 16 workers, 1 priest, 1 mummy.
- One suction cup for moving the tiles.
- One rule sheet.

Setup

The players decide who will play white and who will play blue. Blue has the advantage of playing last, but white has the Pharaoh (see "Special Pawns" further in these rules). White takes 14 workers and the other pawns of the same color and places them where the other player can see them. Blue does likewise with 15 workers and the other pawns (the game contains 1 extra worker for each color in case one is lost).

The tiles are shuffled up and placed face down. 19 tiles are then turned face up and placed as in the diagram below in order to form the base of the pyramid. Each player then draws 3 tiles to make up their starting hand. The rest of the tiles remain face down and become the draw.



White player hand (face down)

Blue player hand (face down)

Gameplay

The players take turns. White starts. Each player's turn is divided up into three phases.

1) Place a pawn of their color on an unoccupied tile in the pyramid. If this tile sports a symbol, the player must then, if it is possible, use the power corresponding to the symbol.

2) Construct the pyramid by placing a new tile from the 3 in hand. The new tile must be placed next to a tile already present on at least one of its sides, and fit correctly within the base plan dictated by the 19 starting tiles.

3) Take a new tile from the draw.

Symbols and powers

Two types of symbols exist: those that take effect immediately as soon as a pawn is placed on top of the tile and those that award points at the end of the game when the final tally is calculated.

Immediate effect symbols



Pivot corridor: turn a corridor tile.



Pivot room: turn a room tile.



Trade places between one of the player's pawns and an opponent's.



Move one of the player's pawns to a different tile. This effect does not activate the power of the tile newly occupied. The pawn that has just been placed may be the pawn moved.



No pawn may be placed on this tile.

Symbols taken into account at the end of the game



The pawn placed on this tile counts as two pawns for the calculation of majority in the network.



Ankh: each player scores a number of points equal to the square (total multiplied by itself) of the total number of Ankhs that the player covers with pawns. Ankhs present in a cursed network are not counted.



Sarcophagi: there are three pairs of sarcophagi of three different colors (a Pharaoh and his Queen). Networks containing one or more sarcophagi award bonus points according to the following rules:

- 1 sarcophagus: 5 points
- 2 sarcophagi of the same color (a pair) and no other sarcophagus: 15 points.
- More than one sarcophagus of different colors: no points.



Curse: the network linked to this tile awards no points.

Special Pawns

There are three special pawns: the mummy, the priest and the Pharaoh. They are played exactly like the worker pawns but possess a few extra skills.

The Mummy



When played, the mummy takes the place of an opponent's worker who is removed from the game and given back to his owner. The power on the tile where the mummy is played takes effect normally. The mummy cannot take the place of a priest nor the Pharaoh. It can however take the place of the opponent's mummy. One can always simply play the mummy as if it were a normal worker.

The Priest



The priest may not be displaced or removed by the opponent, whether by using a tile power or the mummy. Also, the opponent cannot pivot a tile occupied by the player's priest. The owner of the priest, on the other hand, may move the priest by using a tile power or by pivoting the tile occupied by the priest. The priest can only be played after the player has put their mummy in play.